

# Conflict of Heroes - Summary Sheet

## Taking Turns

A round is made up of a series of alternating player turns. During a player's turn, he may **take one action or pass**.

- **Unit (AP) Action:** Activate one **fresh** unit and advance the green unit AP track to 7APs. Take one action by spending APs from the green track. A player may activate only one unit at a time. Mark activated unit as spent after spending all of its APs.
- **Opportunity Action:** Take one action with any fresh unit that is not activated. Mark the unit as spent after it has taken the one opportunity action.
- **Command (CAP) Action:** Take one action with any spent, fresh, or activated unit by spending command action points (CAPs) from the blue track. A unit's spent or fresh status is **not** changed by a command action.
- **Card Action:** Play an appropriate action card on any spent, fresh, or activated unit. A unit's spent or fresh status is **not** changed by a card action.

**Pass:** A player may want to see what his opponent will do and can pass instead of taking an action during his turn. A pass costs no APs or CAPs. A player's turn is immediately over when he passes and it is then his opponent's turn.

**Stall:** An action where a player's units do nothing but wait by paying either one AP or CAP.

**Players may both have units activated at the same time.** They take alternating turns expending their activated unit's APs, taking command actions, opportunity actions, card actions, or passing for as long as the round continues.

**Round Is Over** as soon as both players pass in a row.

## Pre-Round Sequence

- **Flip Counters** to their fresh sides.
- **Smoke** - Reduce or remove smoke counters.
- **Reset CAPs** - Deduct one per casualty
- **Action Cards** - Take card(s) if called for.
- **Target Off-Board Artillery** for next turn's resolution.
- **Resolve Off-Board Artillery** targeted last turn.
- **Prepare Reinforcements** called for by the firefight.
- **Roll for New Round Initiative.**

## Combat

<b>Attack Value (AV)</b>	<b>AV</b> = Fire Power + 2D6 + CAPs.
<b>Defense Value (DV)</b>	<b>DV</b> = Defense Rating + terrain DM.
<b>Combat</b>	<b>AV ≥ DV = 1 Hit.</b> <b>AV ≥ DV + 4 = 2 Hits.</b> 2 hits = destroyed. A unit may be attacked an unlimited # of times.
<b>Close Combat</b>	<b>+4FP</b> -2FP if FP has a white box under it. All CC fire is against a defender's flank.
<b>Short Range Fire</b>	<b>+3FP</b> Target is one hex away.
<b>Long Range Fire</b>	<b>-2FP</b> Target is past range but not over 2x range.

## General Game Play

<b>Command Points (CAPs)</b>	All dice rolls may be modified up to <b>2 points</b> .
<b>Rally</b>	<b>5APs</b> cost for each rally attempt. <b>2D6 ≥ rally #</b> on hit counter = successful rally. <b>+1 rally dice modifier</b> when in cover terrain. <b>+1 rally dice modifier</b> per un-hit unit it is stacked with. May not rally when in close combat.
<b>Line of Sight (LOS)</b>	Units do not block LOS.
<b>Higher Elevation Bonus</b>	<b>+1DM</b> and <b>+1FP</b>

## Units

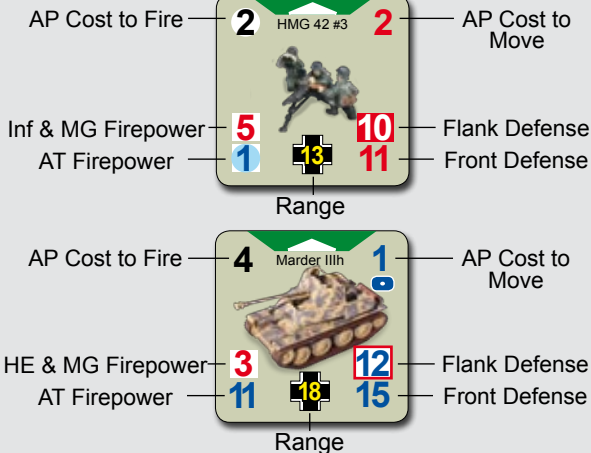
<b>Tank Arc of Fire</b>	<b>+1AP</b> for turreted fire outside of arc.
<b>Fire at Transported Units</b>	Simultaneous against vehicle and transported unit.
<b>Vehicle Cover</b>	<b>+1DM</b> per vehicle to non-transported infantry squads.
<b>Mortars</b>	Always hit defender's <b>flank DR</b> . Air Burst - No DM for woods hexes. May fire from woods and building hexes.
<b>Hidden Units</b>	<b>Open terrain:</b> Reveal if within <b>2 hexes</b> of enemy. <b>+6APs</b> to move hidden. <b>Cover terrain:</b> Reveal if in <b>same hex</b> as enemy. <b>+3APs</b> to move hidden.

## Fortifications

<b>Fortifications</b>	Terrain DM added to fortification DM. In CC, fortifications only affect defenders.
<b>Hasty Defense</b>	Only 1 foot unit per hasty defense counter. <b>7APs</b> to prepare.
<b>Trench</b>	Holds multiple foot units; may fire in any direction.
<b>Bunker</b>	Holds multiple foot units; has arc of fire.

## Miscellaneous Counters




<b>Mine Fields</b>	<b>Blue #s</b> attack vehicles, <b>Red #s</b> attack foot. <b>Black #s</b> attack both vehicles and foot. Terrain DM do not affect land mine attacks.
<b>Smoke</b>	<b>+2 DM</b> or higher smoke blocks all LOS past hex. <b>+1 DM</b> smoke does not block LOS. Multiple smoke counter DMs are cumulative.



### Counter Symbols:

- **Red firepower (FP)** must attack **red defense rating (DR)**.
- **Blue firepower (FP)** must attack **blue defense rating (DR)**.
- **White circle** under AP cost to fire = Turreted or 360 degree tripod. May fire outside of its arc for +1AP. Ex: **2**
- **White box** under FP = -2FP in close combat. Ex: **3**
- **Blue circle** under FP = May attack air units. Ex: **1**
- **White box with red border** under DR = Open top vehicle. DR changes from blue to red when attacked by artillery or mortar fire and in CC by foot units. Ex: **12**
- **Green Wheel** symbol = Unit receives a bonus road move.
- **Blue Track** Symbol = Unit receives a bonus road or open terrain move.

# Conflict of Heroes - Movement and Defense Charts for the Eastern Front

	Foot Movement	Wheeled Movement	Tracked Movement	Terrain DR Modifiers	Blocks LOS?	Cover Terrain	Comments
MAP TERRAIN							
Open Terrain	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP bonus per 	<b>+0</b> DM	N	N	Tracked vehicles receive 1 bonus hex of open movement per wheel symbol on the counter.
Road / Bridge	<b>+0</b> AP	<b>+0</b> AP bonus per  +1 bonus hex	<b>+0</b> AP bonus per 	<b>+0</b> DM / <b>+1</b> DM for Bridge	N	N	Vehicles receive a 1 bonus hex of road movement per wheel symbol on the counter. Wheeled vehicles receive an additional 1 bonus hex of road movement if they move from road to road.
Balka - Small	<b>+1</b> AP	NA	<b>+3</b> AP	<b>+1</b> DM (Foot Only)	N	Y	+1DM for foot units in the hex if the line of fire crosses the small balka hexside.
Balka - Large	<b>+3</b> AP (Enter & Exit only)	<b>+0*</b> AP	<b>+0*</b> AP	<b>+0</b> DM	N	N	*Vehicles may enter & exit a large balka through a balka opening only. Foot may enter and exit via a large balka embankment for +3AP. Tank/guns may fire up to a bordering L0 hex, but not vice versa.
Buildings - Wood	<b>+1</b> AP	NA	<b>+2</b> APs	<b>+1</b> DM	Y	Y	
Buildings - Stone	<b>+1</b> AP	NA	<b>+3!</b> APs	<b>+2</b> DM	Y	Y	Tracked vehicles check for immobilization. 2D6 ≥ 6 is OK.
Corn	<b>+1</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> DM	N** (Foot)	Y* (Foot)	*Corn counts as hidden cover from June-Sept. **Corn blocks all foot LOS from Aug-Sept.
Marsh	<b>+2</b> APs	NA	<b>+2!</b> APs	<b>+1</b> DM	N	Y	Tracked vehicles check for immobilization. 2D6 ≥ 6 is OK.
Steep Terrain	<b>+2</b> APs	NA	NA	<b>+0</b> DM	N	N	Terrain that rises two levels in one hex.
Uphill	<b>+1</b> AP	<b>+1</b> AP	<b>+1</b> AP	<b>+1</b> DM	N	N	Units higher than the enemy receive +1DM and +1FP.
Walls	<b>+1</b> AP	NA	<b>+1</b> AP	<b>+1</b> DM	N	Y	Walls do not add DM to mortar & artillery fire. Adds DM to all units in the hex if the line of fire crosses the wall hexside.
River / Lake	<b>+4</b> APs	NA	NA	<b>-1</b> DM	N	N	Bridges cancel water movement restrictions and costs.
River Ford	<b>+1</b> AP	<b>+1</b> AP	<b>+1</b> AP	<b>-1</b> DM	N	N	
Wheat	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> DM	N	Y*	*Wheat counts as hidden cover from June-Aug.
Light Woods	<b>+0</b> AP	<b>+2</b> APs	<b>+1</b> AP	<b>+1</b> DM	Y	Y	This terrain is not present on maps 7 thru 10.
Woods	<b>+1</b> AP	NA	<b>+2</b> APs	<b>+2</b> DM	Y	Y	Roads cancel wood movement costs & restrictions. Air Bursts = No +2DM against mortar and artillery fire for foot units.
Move Backwards	<b>+1</b> AP	<b>+1</b> AP	<b>+1</b> AP	-	-	-	Backwards movement negates vehicle open/road bonus movement. It is not considered a cautious move.

FORTIFICATIONS & DEFENSIVE COUNTERS							
Barbed Wire	<b>+1D6</b> APs	NA	<b>+2</b> AP	<b>+0</b> DM	N	N	Foot units add 1D6 APs to the normal terrain movement cost.
Bunker	<b>+1</b> AP (To Enter)	-	-	<b>+5</b> DM	N	Y	Multiple units allowed. *Bunker DM varies with the counter. Vehicles may not occupy a bunker, but may enter hex. Costs foot units +1AP to occupy a bunker. Mortars may not fire.
Gun Pit	<b>+1</b> AP (To Enter)	<b>+1</b> AP	<b>+1</b> AP	<b>+3</b> DM	N	Y	Multiple units allowed. Costs +1AP to occupy a gun pit, otherwise no extra cost to enter the hex. Units may fire in any direction.
Hasty Defense	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+1</b> DM	N	Y	One unit allowed. Removed when the unit moves or pivots.
Land Mine	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> DM	N	N	Minefield attacks when a unit enters the hex, pivots, or initiates CC.
Road Block	<b>+0</b> AP	NA	<b>+1D6</b> APs	<b>+1</b> DM	N	Y	Tracked units add 1D6 APs to the normal terrain movement cost.
Smoke +1DM	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+1</b> DM	N	Y	Smoke +1DM counters are removed during the pre-turn sequence. +1 DM to all fire into and thru the hex.
Smoke +2DM	<b>+0</b> AP	<b>+0</b> AP	<b>+0</b> AP	<b>+2</b> DM	Y	Y	Smoke +2DM counters are reduced to +1DM in the pre-turn sequence. +2DM to all fire into the hex.
Tank Ditch	<b>+2</b> AP	NA	NA	<b>+0</b> DM	N	N	
Trench	<b>+1</b> AP (To Enter)	NA	<b>+0</b> AP	<b>+2</b> DM (Foot Only)	N	Y	Multiple units allowed. Mortars may fire from trenches. Costs foot units +1AP to occupy a trench. Tracked vehicles may enter a trench hex, but may not occupy the trench. Units may fire in any direction.
Vehicle	<b>+0</b> AP	<b>+1</b> AP (Road only)	<b>+0</b> AP	<b>+1</b> DM (Foot Only)	N	N	Wheeled vehicles entering a road hex with other vehicles already in it must pay +1AP per vehicle. This simulates road congestion.

OPTIONAL ADVANCED MOVEMENT RULES							
Open Terrain Foot Movement Penalty	<b>+0</b> AP	-	-	<b>-1</b> DM (Foot Only)	-	-	Foot units are penalized -1DM for normal movement into hexes with no cover.
Cautious Foot Movement	<b>+1</b> AP	-	-	<b>-0</b> DM (Foot Only)	-	-	Cautious movement taken by foot units in non-cover hexes. Cancels the -1DM open terrain foot movement penalty.

Defensive Modifiers are cumulative. **NA** = Not Accessible **# !** = Check for immobilization **+ # AP** = APs added to a unit's movement cost.